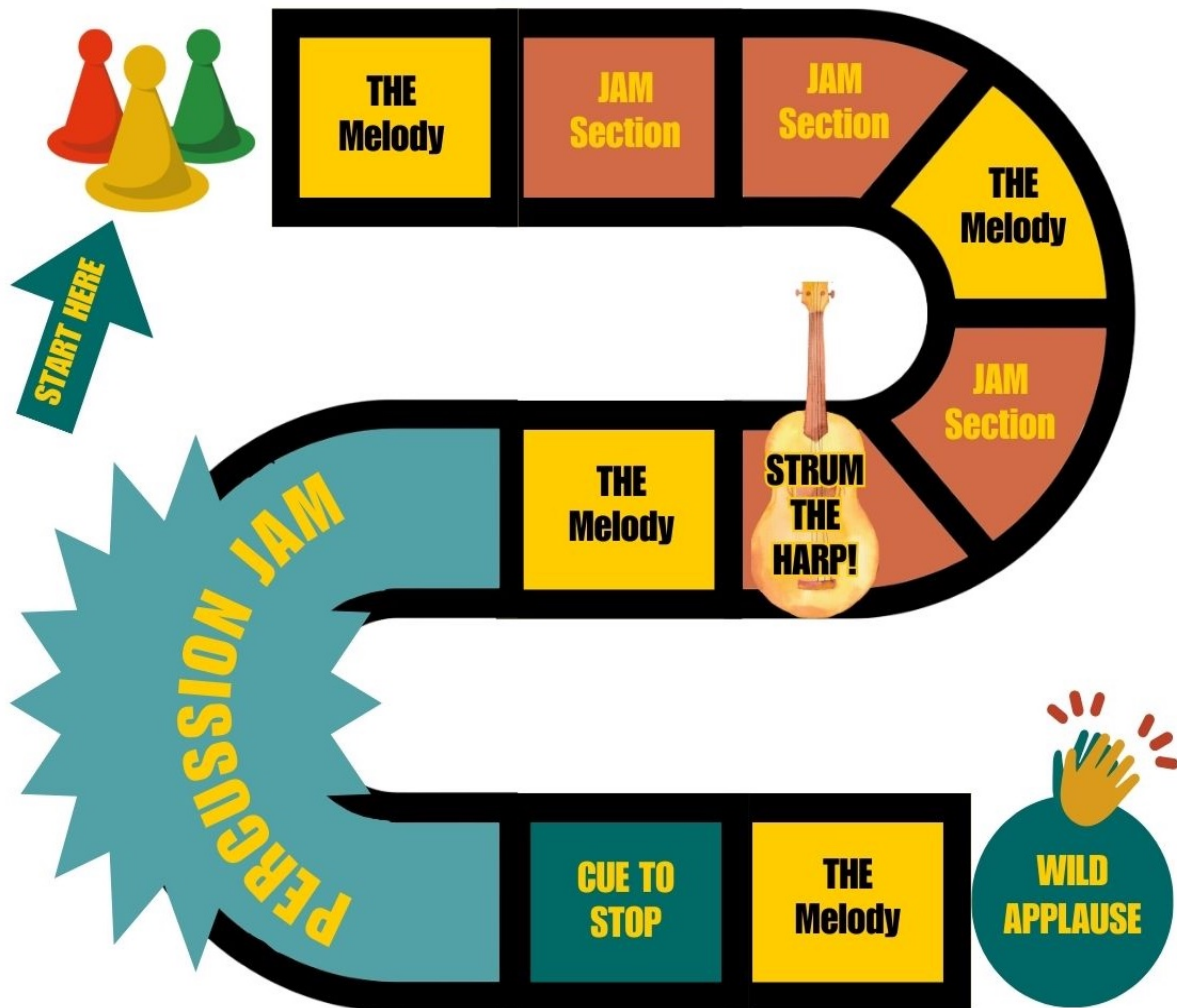


CALIFYPSO

(a.k.a. California Calypso)

A Musical Game for One to 100 Players by Deborah Henson-Conant



This page is blank on purpose
to facilitate correct page turns in the music.

When we officially publish this piece, there will be brief info about the piece and
the techniques included in it on this page

The Melody $\text{♩} = 80$

1

f Harp 2 (Double at the octave if you can - or play a single line with 2 hands)

Harp 1 (Double at the octave if you can - or play a single line with 2 hands)

SLAP ON SOUNDBOARD

5

f

Simile

9

f

13

f

Fine

3rd time to Percussion Solo
Last time **FINE**

[PAGE TURN]

Jam Section (Intermediate to Advanced)

C G

Play either CHORDS (as on the top line) OR as a RHYTHM (as on the 2nd line) - don't play both together

17 + + -

(simile etouffer)

G C

21 + + -

C F

25

F C G C

29

(Don't gliss every time only when I tell you to)

D.C. after repeat
2nd time don't repeat & go on

[PAGE TURN]

Strum the Harp!

(NOTE: This is strummed & there's a video of the composer playing it, but you put LH fingers on the open notes and strum up or down as indicated with RH. Keep RH VERY loose)

33

(Sounding a C Chord)

(G7)

(Off the top on 3)

37

(Sounding a G7 Chord)

(C)

(Off the top on 3)

41

(Sounding a C Chord)

(F)

(Simile: Off the top on 3 on all these glisses)

45

(F)

(C)

(G7)

(C)

D.C.

Harp & Audience "Percussion" Solo (Repeat Until Cue)

These are just suggested rhythms and techniques - you can also make up your own, but avoid tapping on the soundboard unless you have absolutely impeccable rhythm.

(Tuning Key Slide to replicate the Cuica sound)

(Paper weaving to replicate the Gourd sound)

(Muffling strings to replicate the Bass Drum sound)

49

l.v.

l.v.

Cue to End the Percussion Jam

Soloist, Conductor or Leader Cues the end of Open percussion jam with these notes and "Hunh's"

51

"Hunh!"

"Hunh!"

55

1 - 2 - 3 - 4!

"Hunh!"

"Hunh!"

D.C. al Fine